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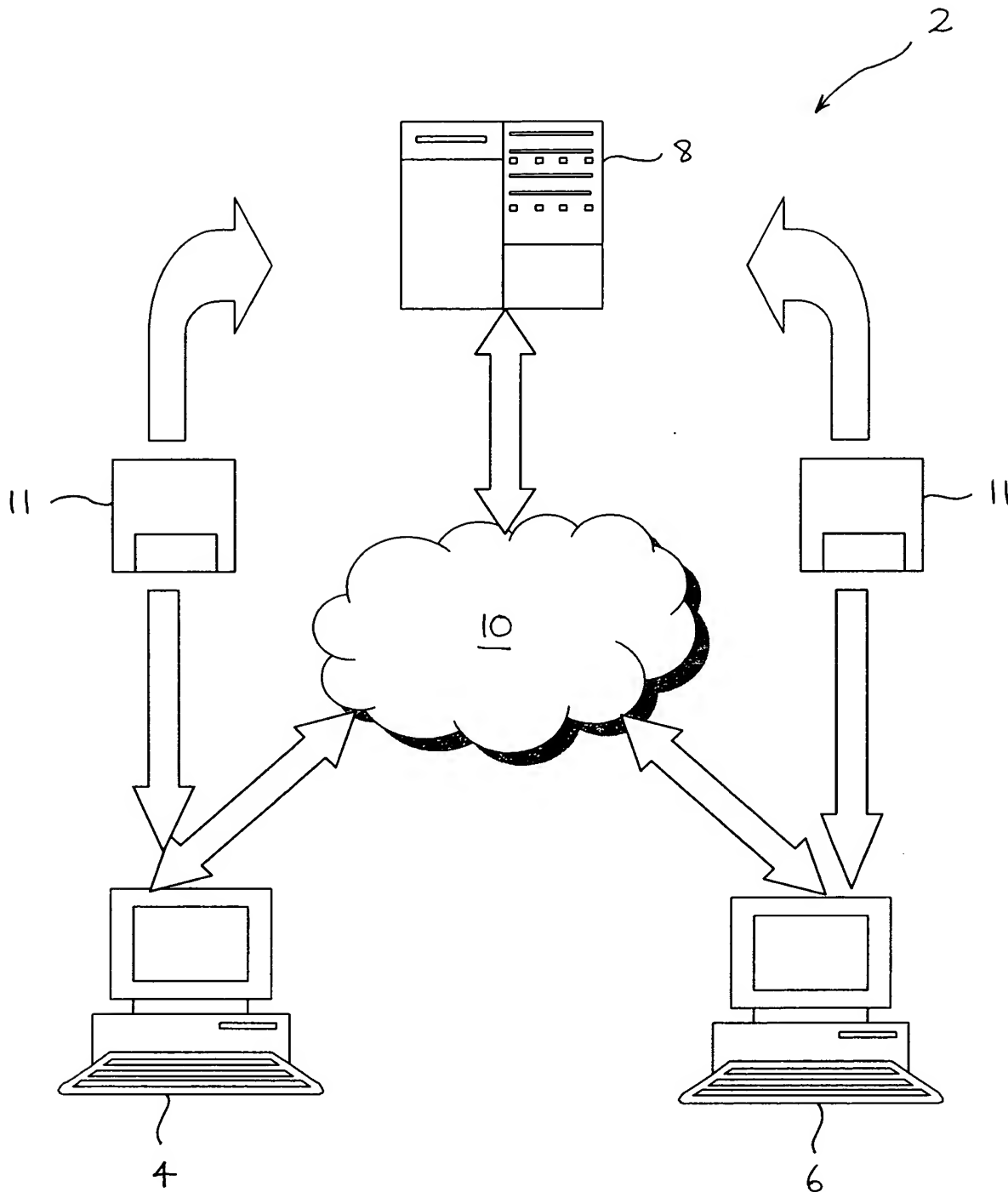


FIG. 1

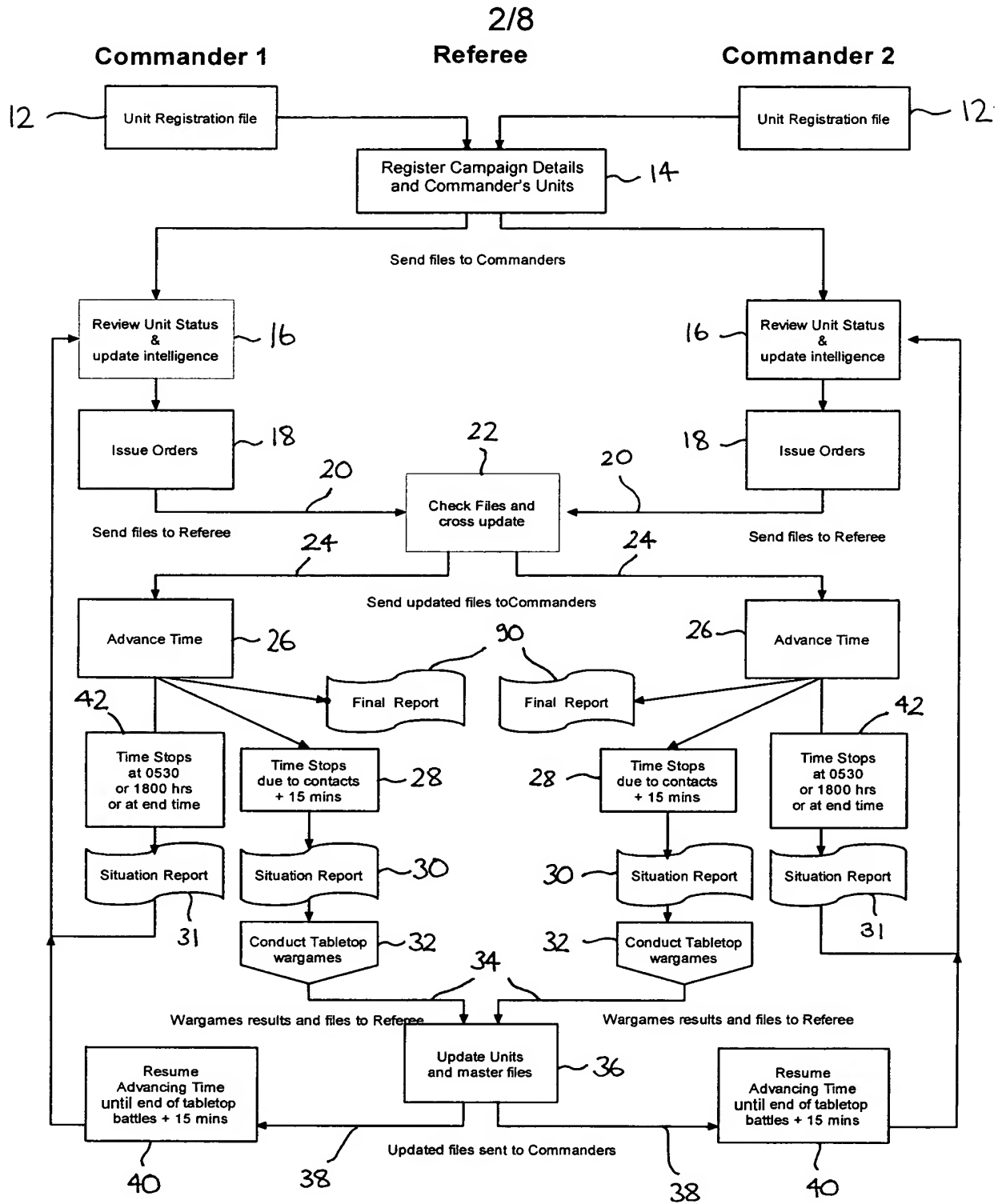


FIG. 2

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Imperial Command		255 Force HQ	Infantry	Garrison Force
2 1 9 0 0 0 0	% %	150 Squad	Assault	Garrison Force
Ogryns		129 Squad	Infantry	Garrison Force
0 5 0 0 0 0 1	% %	129 Squad	Infantry	Garrison Force
1st Platoon		0 Force	Infantry	14th Space Marines Army
1 2 22 0 0 0 0	206250 312000	150 Force HQ	Exterminator	Hammer Force
2nd Platoon		165 Squad	Leman Russ	Hammer Force
1 2 22 0 0 0 0	% %	160 Squad	Leman Russ	Hammer Force
Garrison Force		510 Squad	ShadowSword	Hammer Force
% % % % % % %	206250 311250	0 Force	Leman Russ	14th Space Marines Army
Armored/HQ		115 Force HQ	Tactical M	Bulwark
0 0 0 0 1 0 0	% %	225 Squad	Assault M	Bulwark
1st Squadron		336 Squad	Terminator M	Bulwark
0 0 0 1 0 0 0	% %	335 Squad	Tactical M	Bulwark
2nd Squadron		285 Squad	Tactical M	Bulwark
0 0 0 0 1 0 0	% %	285 Squad	Tactical M	Bulwark
ShadowSword		135 Squad	Assault M	Bulwark
0 0 0 0 0 1 0	% %	90 Squad	Speeder	Bulwark
Hammer Force		130 Squad	Predator	Bulwark
% % % % % % %	202420 334800	130 Squad	Predator	Bulwark
HQ/Bulwark		120 Squad	Vindicator	Bulwark
1 0 0 0 0 0 0	% %	0 Force	Tactical M	14th Space Marines Army
01/Veteran		160 Squad	Supply	66th Supply Det
0 7 0 0 0 0 1	% %	160 Squad	Supply	66th Supply Det
02/Terminator		160 Squad	Supply	66th Supply Det
0 8 0 0 0 0 0	% %	160 Squad	Logistics	66th Supply Det
01/Tactical		105 Det HQ	Logistics	66th Supply Det
0 1 9 0 0 0 1	% %	0 Detachment	Logistics	14th Space Marines Army
02/Tactical		1 Detachment	Reserve	14th Space Marines Army
0 1 9 0 0 0 0	210000 320000	0 Army	Tactical M	
03/Tactical		330000		
0 1 9 0 0 0 0				
02/Assault				
0 1 0 7 0 0 0				
01/Landspeeder				
0 0 0 1 0 0 0				
01/Predator				
0 0 0 0 1 0 0				
02/Predator				
0 0 0 0 1 0 0				
01/Vindicator				
0 0 0 0 1 0 0				
Bulwark				
% % % % % % %				
01/66th Supply Det				
0 0 4 0 0 0 2				
02/66th Supply Det				
0 0 4 0 0 0 2				
03/66th Supply Det				
0 0 4 0 0 0 2				
04/66th Supply Det				
0 0 4 0 0 0 2				
HQ/66th Supply Det				
1 0 0 0 0 0 0				
66th Supply Det				
% % % % % % %				
14th Army Reserve				
0 0 0 0 0 0 0				
14th Space Marines Army				
% % % % % % %				

FIG. 3

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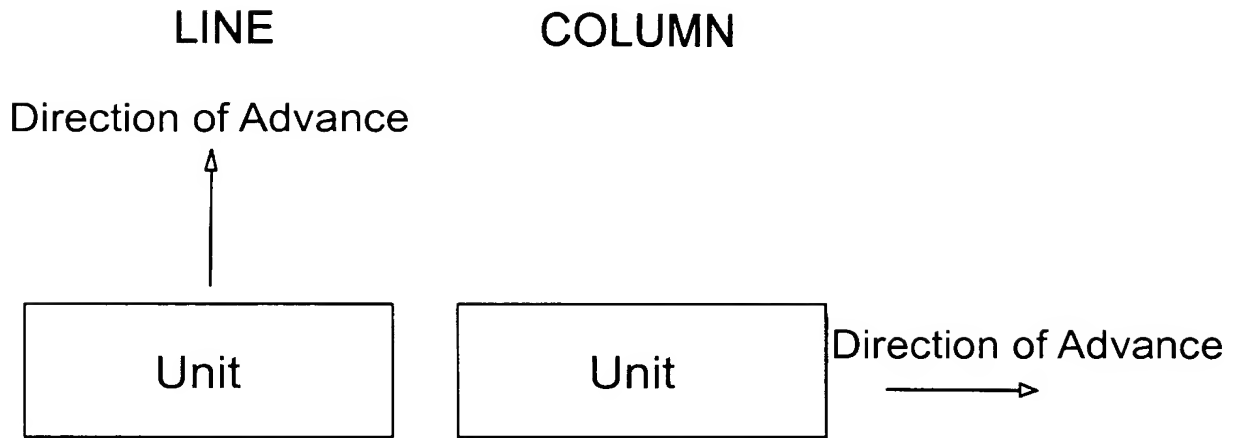


FIG. 4

30

Situation Report No. 7
Campaign - DARGOS

Time 001::1801:30
-- Crimson Fists Force Anvil resupplied at 205750.
312000.

Time 001::1803:00
-- 01/66th Supply Det at 206000. 312375.
executing scheduled orders

Time 001::1837:30
-- Dark Angels Strike Force 01 reported enemy contact at
205751. 312589.

Report ends at campaign time 001::1854:00

FIG. 10

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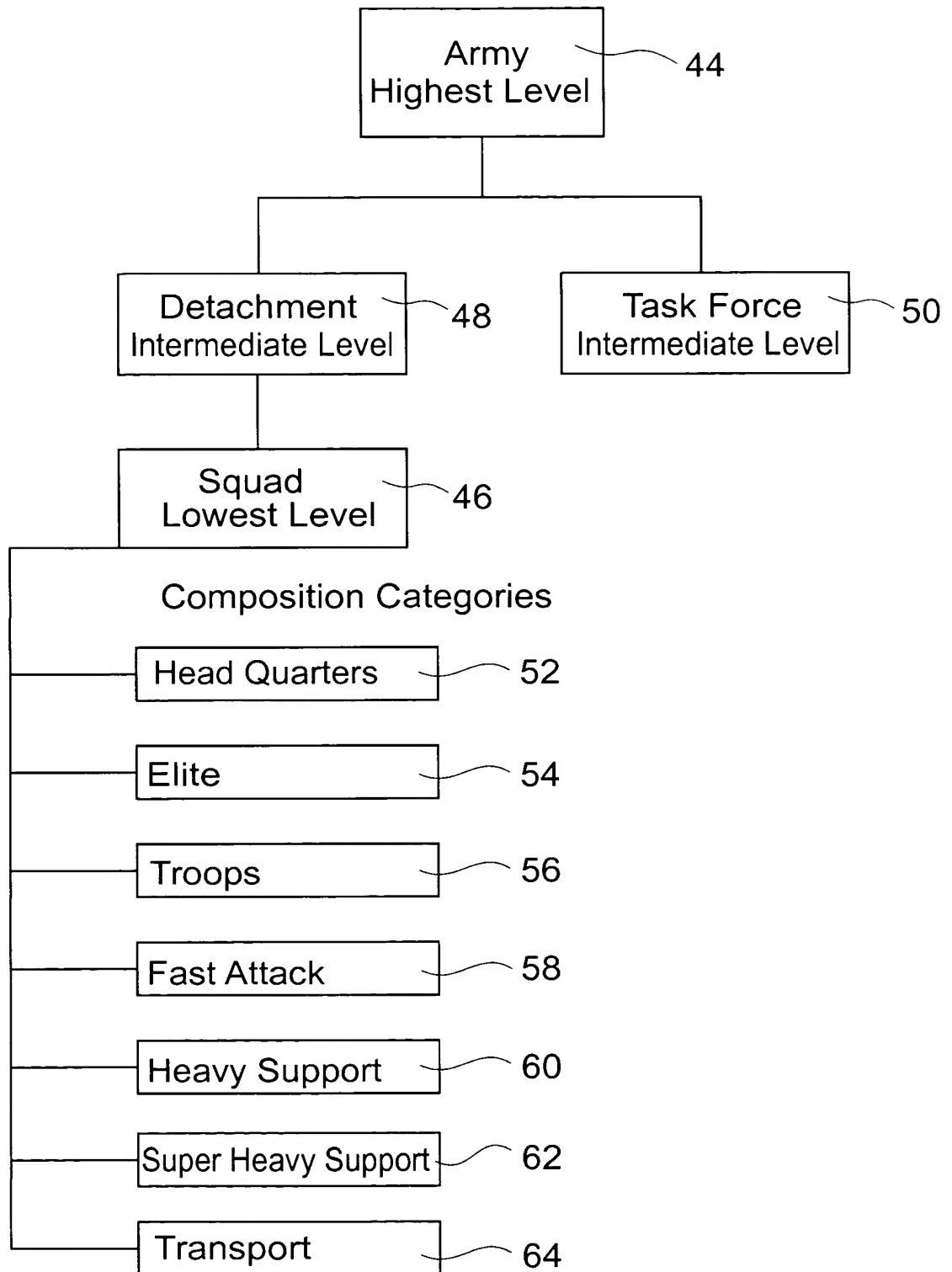


FIG. 5

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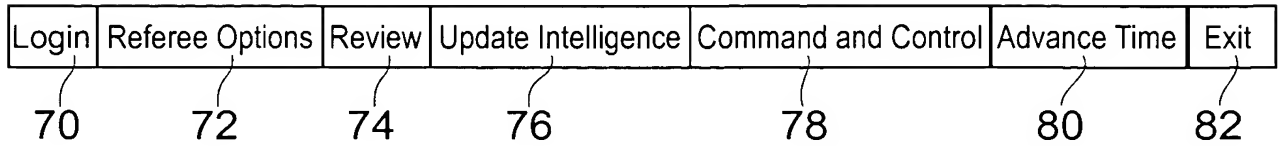


FIG. 6A

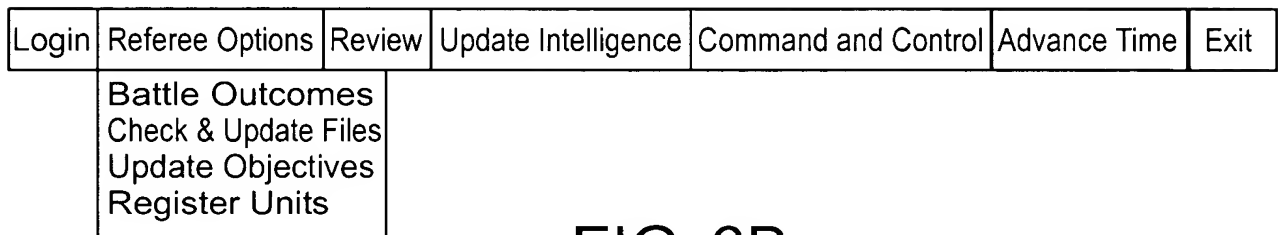


FIG. 6B

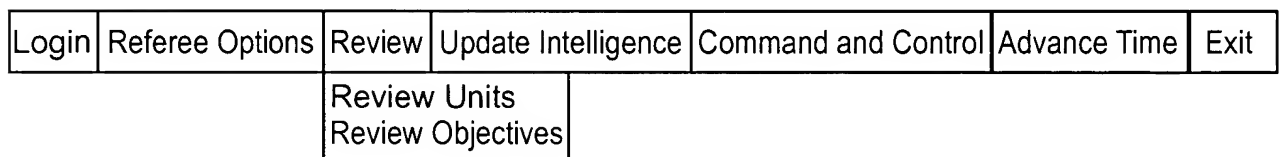


FIG. 6C

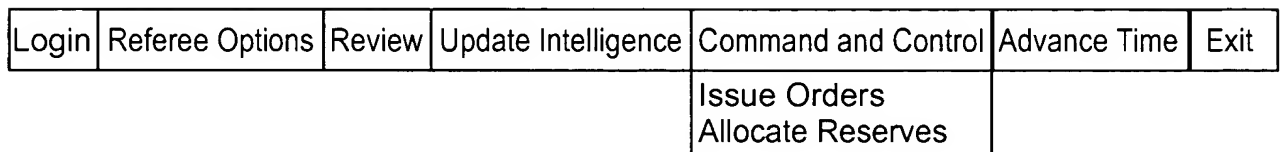


FIG. 6D

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Order	Description	Additional Information Required
Advance	This order causes a unit, Detachment or Squad level, to move to a destination defined by xy coordinates with up to 4 waypoints in between.	Unit name receiving the order Destination xy coordinate Waypoint xy coordinates Formation of unit Execution time of order
Create Task Force	This allows a Task Force to be created with the unit receiving the order to become the first unit assigned to the Task Force and defines the Task Force characteristics.	Unit name receiving the order Name of new Task Force
Assign	Unit's assigned to the Task Force treat the Task Force as their supervisory unit. Units assigned must be within 500m of the Task Force.	Unit name receiving the order Name of existing Task Force
Supply	This can only be given to a Squad with the unit type of supply	Unit name receiving the order Destination xy coordinate Any waypoint xy coordinate Execution time of order
Retire	This order is used when a detachment level unit is no longer operational. For example a Detachment that is completely destroyed or a task Force that has all of its units assigned back to their original Detachments.	Unit name receiving the order

FIG. 7

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Map Display <u>17</u>	Unit <input type="text"/>	
	X Coordinate <input type="text"/>	Y Coordinate <input type="text"/>
	Strength	Operational %
	Head Quarters	<input type="text"/>
	Elite	<input type="text"/>
	Troops	<input type="text"/>
	Fast Attack	<input type="text"/>
	Heavy Support	<input type="text"/>
	Super Heavy Support	<input type="text"/>
	Transport	<input type="text"/>
Supply State %	<input type="text"/>	
Order/Activity	<input type="text"/>	
Formation	<input type="text"/>	
<input type="button" value="Next"/> <input type="button" value="Report"/> <input type="button" value="Cancel"/>		

FIG. 8

Coordinate information is required for the selected order	
Coordinate Information	
Destination X Coord	<input type="text"/> Y Coord <input type="text"/>
Up to 3 waypoints are allowed	
Waypoint 1 X Coord	<input type="text"/> Y Coord <input type="text"/>
Waypoint 2 X Coord	<input type="text"/> Y Coord <input type="text"/>
Waypoint 3 X Coord	<input type="text"/> Y Coord <input type="text"/>
Formation selection	
<input type="button" value="Column Line"/>	
<input type="button" value="OK"/>	

FIG. 9